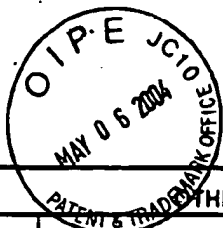## OTHER PRIOR ART -- NON PATENT LITERATURE DOCUMENTS

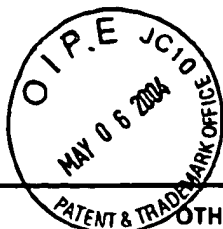| Examiner Initials *	Cite No.[1]	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T[2]
(initials)	12	A. Gonalez and L. Ingraham, "*Automated Exercise Progression in Simulation-Based Training*," IEEE Trans. On Systems, Man, and Cybernetics, Vol. 24, No. 6, pp. 863-74, June 1994	
	13	A. Muntjewerff, "*Automated Training of Legal Reasoning*" at http://www.bileta.ac.uk/94papers/muntjew.html pp. 7, July 2001, 9th BILETA Conference April, 1994	
	14	"*Brainmaker*" at htt://people.becon.org/~echoscan/28-04.htm, July 2001	
	15	*Brainmaker Neural Network Application Examples* at http://ww.calsci.com/Applications.html, January 2001	
	16	C. Robinson, E. Arias and H. Eden, "*Bridging the Virtual and the Physical: The InterSim as a Collaborative Support Interface*," Artificial Intelligence in Education, pp. 556-58, Dec. 1997	
	17	C. Shreiner, "*CAPTOR a Model for Delivering Web-Based Intelligent Tutoring System Technology*", IEEE Proc. DASC vol. 2, pp 5.C.4.1-5	
	18	S. Prabhu, "*Computer Aided Instruction for Statistics: A Knowledge-Based Systems Approach*," Int'l J. of Computers in Adult Education and Training, Vol. 5(1), pp. 3-14., November 1995	
	19	J. Montgomery, R. Campbell and C. Moffett, "*Conducting and Supporting a Goal-Based Scenario Learning Environment*," Educational Technology, pp. 15-20, 994	
	20	A. Zeller and D. Lutkehaus, "*DDD--A Free Graphical Front-End for UNIX Debuggers*," ACM Sigplan Notices, Vol. 31, No. 1, pp. 22-27, Jan. 1996.	
	21	Vanguard Software Corporation "*Decision Pro3.0*" at www.vanguardsw.com/, Jan. 2001	
	22	B. Cheok and A. Nee, "*Developing a Design System Into an Intelligent Tutoring System*," Int'l J. Engr. Eud., Vol. 13(5), pp-341-46, Dec. 1997	
	23	T. Nogami, Y. Yokoi, I. Yanagisawa and S. Mitui, "*Development of a Simulation-Based Intelligent Tutoring System for Assisting PID Control Learning*," IEICE Transactions on Information and Systems, E77-D, No. 1, Tokyo Japan, pp. 108-117, Jan. 1994	
	24	J. Gonzalez, J. Lopez, F. Bustio, P., Corcuera and E. Mora, "*Development of an Integrated Simulator and Real Time Plant Information System*," Advances in Operational Safety of Nuclear Power Plants, Proceedings of an International Symposium, pp. 543-549, September 1996.	
	25	P. Brusilovsky, S. Ritter and E. Schwarz, "*Distributed Intelligent Tutoring on the Web*," Artificial Intelligence in Education, pp. 482-89, Dec. 1997	
	26	R. Schank and M. Korcuska, "*Eight Goal-Based Scenario Tools*", Technical Report # 67, Northwestern University, The Institute for the Learning Sciences, pp. 1-37, January 1996	
	27	J. Siemer and M. Angelides, "*Embedding an Intelligent Tutoring System in a Business Gaming-Simulation Environment*," Proc. Of the 1994 Winter Simulation Conference, pp. 1399-1406, Dec. 1994	
	28	*Engines for Education*" http://www.ils.nwu.edu/~e_for_e/nodes/I-M-INTRO-ZOOMER-pg.html; July 2001.	
	29	S. Taylor and J. Siemer, "*Enhancing Simulation Education with Intelligent Tutoring Systems*," Proc. Of the 1996 Winter Simulation Conf., pp. 675-80, Dec. 1996	
	30	J. Siemer and M. Angelides, "*Evaluating Intelligent Tutoring with Gaming Simulations*," Proc. Of the 1995 Winter Simulation Conf., pp. 1376-83, Dec. 1995	
	31	A. Mitrovic and B. Martin, "*Evaluating the effectiveness of feedback in SQL-tutor*", IEEE, proc. Int. workshop IWALT, pp 143-144, 2000	
	32	D. Foster, "*FRA: Teaching Financial Accounting with a Goal-Based Scenario*," Intelligent Systems in Accounting, Finance and Management, Vol. 4, pp. 173-189, September 1995	
(initials)	33	N. Livergood, "*From Computer-Assisted Instruction to Intelligent Tutoring Systems*," J. Artificial Intelligence in Education, V. 2(3), pp. 39-50, Dec. 1991	

OTHER PRIOR ART -- NON PATENT LITERATURE DOCUMENTS

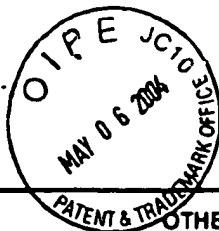| Examiner Initials *	Cite No.[1]	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T[2]
𝒬𝓊.𝒜,	34	R. Shank, "*Goal-Based Scenarios and Business Training: A Conversation with Roger C. Schank,*" Educational Technology, pp. 27-29, Nov.-Dec. 1994	
	35	A. Collins, "*Goal-Based Scenarios and the Problem of Situated Learning: A Commentary on Andersen Consulting's Design of Goal-Based Scenarios,*" Educational Technology, pp. 30-32, Nov.-Dec. 1994	
	36	R. Shank, "*Goal-Based Scenarios*", Technical Report # 36, Northwestern University, The Institute for the Learning Sciences, pp. 1-30, December 1992,	
	37	J. Rickel, "*Intelligent Computer-Aided Instruction: A Survey Organized Around System Components,*" IEEE Inc., New York, Vol. 49, No. 1, pp. 40-57 - pp. 1-32, Jan. 1989	
	38	M. Yazdani, "*Intelligent Tutoring Systems: An Overview*" Experts Systems, Vol. 3, No. 3, pp. 154-162, July 1986	
	39	"*Interactive Multimedia Instructs the Individual,*" Occupational Health & Safety Vol. 63, No. 10, pp. 144-145, Oct. 1994	
	40	J. Carroll and J. McKendree, "*Interface Design Issue for Advice Giving Expert Systems*", Comm. of the ACM, vol. 30, No. 1, pp14-31, January 1987	
	41	"*KBLPS Overview*" at www.cgi.com/CGIWEB/KBLPS/overindex4.html, August 1999	
	42	"*Kiplinger TaxCut Press Releases*" at http://www.taxcut.com/taxcut/98press_releases/pr98_nov.html, July 2001	
	43	G. Cole, "*Learning with Computers,*", Accountancy Vol. 113, No. 1209, pp. 60-64, May 1994	
	44	J. Keys, R. Fulmer and S. Stumpf "*Microworlds and Simuworlds: Practice Fields for the Learning Organization,*" Organizational Dynamics Vol. 24, No. 4, pp. 36-49, Spring 1996	
	45	"*MUSE Patents*" OCCAM Research Corporation, at www.muser.com/html/patents.html, January 2001	
	46	"*News for ESAP*" at www.hops.wharton.upenn.edu/~esap/news.html, August 1999	
	47	M. Cohn, "No More Boring CPE," Accounting Technology, pp. 27-35, July 1997	
	48	K. Lai, T. Malon, K. Yu, "*Object Lens: A 'Spreadsheet' for Cooperative Work*", ACM Transactions on Information Systems, Vol. 6, No. 4, pp. 332-353, Oct. 1988	
	49	J. Brown, R. Burton and J. DeKleer, "*Pedagogical, Natural Language and Knowledge Engineering Techniques in SOPHIE I, II, and III,*" Intelligent Tutoring Systems, D. Sleeman & J.S. Brown eds., pp. 227-82, Dec. 1982	
	50	J. Caird, "*Persistent Issues in the Application of Virtual Environment Systems to Training,*" Proceedings. Third Annual Symposium on Human Interaction with Complex Systems, IEEE, pp. 124-32, August 1996	
	51	D. Bill, "*Popular Theory Supporting the Use of Computer Simulation for Experiential Learning,*" http://www.centurionsys.com/rtcl57.html, pp. 1-5, July 2001	
	52	C. Cleary and R. Bareiss, "*Practical Methods for Automatically Generating Typed Links*", The Institute for Learning Sciences, Northwestern University, ACM Hypertext, pp 31-41, 1996	
	53	"*Projects: FinPlan System*", Russian Research Institute of Artificial Intelligence, at http://www.rfiai.org.ru/FinPlan, July 2001	
	54	R. Azevedo, S. Lajoie, M. Desaulniers, D. Fleiszer and P. Bret, "*RadTutor: The Theoretical and Empirical Basis for the Design of a Mammography Interpretation Tutor,*" Proc. of 1997 World Conf. On Artificial Intelligence in Education, pp. 386-393 Dec. 1997	
𝒬𝓊.𝒜	55	T. Cooper and N. Wogrin, "*Rule-Based Programming with OPS5*" Morgan Kaufmann Publishers, at www.mkp.com/books_catalog/0-934613-51-6.asp, August 1999	

3

OTHER PRIOR ART -- NON PATENT LITERATURE DOCUMENTS

Examiner Initials *	Cite No.[1]	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T[2]
AM-M	56	R. Min, "*Simulation Technology and Parallelism in Learning Environments*" at http://www.to.utwente.nl/prj/min/Book/chapter1.htm, pp. 1-26, July 2001	
	57	J. Shi, T. Smith, J. Granleri and N. Badler, "*Smart Avatars in JackMOO*," Proceedings of the 1999 IEEE Conference on Virtual Reality, pp. 156-163, 1999	
	58	V. Shute, "*SMART Evaluation: Cognitive Diagnosis, Mastery Learning & Remediation*," Proc. of 7th World Conf. On Artificial Intelligence in Education, pp. 123-130, Aug. 1995	
	59	C. Hafner and V. Wise, "*Smartlaw: Adapting Classic Expert System Techniques for the Legal Research Domain*", ACM pp 133-141, 1993	
	60	"*Socialized Collaborative Learning in Multimedia Virtual Worlds*" National University of Singapore, School Computing, at http://www.comp.nus.edu.sg/labs/learning/lels/vrml.html, pp. 1-4, July 2001	
	61	C. Whittington and L. Campbell, "*Task-Oriented Learning on the Web*"; Innovations in Education and Training International, Vol. 36, No. 1, pp. 26-33, Feb. 1999	
	62	D. Foster, "*Teaching Real-World Analysis Skills for Goal-Based Scenario*," The Institute for the Learning Sciences, Northwestern University, pp. 68-74, July 2001	
	63	M. Papagni, V. Cirillo and A. Micarelli, "*Teaching Through Case-Based Reasoning: An ITS Engine Applied to Business Communication*," Proc. of 1997 World Conf. On Artificial Intelligence in Education, pp. 1... 1997	
	64	T. Herron, "*Teaching with the internet*" 1998, The Internet and Higher Education, pp 217-222, 1998	
	65	D. Suthers, "*Technical Report: Computer Aided Education and Training Initiative*" at http://advlearn.lrdc.pitt.edu/advlearn/papers/FINALREP.html, pp. 1-51, January 1998	
	66	Workflow Template - Developing a WFT Workflow System, "*Simulating the Running of the WFT Workflow System*", Template Software Business Simulator, Chapter 8, pp. 1-23, 1998	
	67	R. Schank, A. Fano, M. Jona and B. Bell, "*The Design of Goal-Based Scenarios*", Technical Report # 39, Northwestern University, The Institute for the Learning Sciences, pp. 1-58, March 1993	
	68	J. Anderson and B. Reiser, "*The Lisp Tutor*," Byte, pp. 159-75, April 1985	
	69	D. McArthur, M. Lewis and M. Bishay, "*The Roles of Artificial Intelligence in Education: Current Progress and Future Prospects*" at http://www.rand.org/education/mcarthur/Papers/role.html, pp. 1-42, July 2001	
	70	W. van Joolingen, S. King and T. de Jong, "*The SimQuest Authoring System for Simulation-Based Discovery Learning*," Proc. of 1997 World Conf. On Artificial Intelligence in Education, pp. 79-86, Dec. 1997	
	71	A. Kumar, R. Pakala, R. Ragade and J. Wong, "*The Virtual Learning Environment System*," 28th Annual Frontiers in Education Conference, Conference Proceedings, Vol. 2, Nov. 4-7, 1998	
	72	M. McGee, "*Train with Less Pain*," at www.Informationweek.com, pp. 150 and 154 October 1997	
	73	"*TurboTax Deluxe Product Information*" at http://www.intuit.com/turbotax/prodinfo/ttdlx.html, January 2001	
	74	J. Manzoni and A. Angehm, "*Understanding Organizational Dynamics of IT-Enabled Change: A Multipedia Simulation Approach*," Journal of Mangement Information Systems: JMIS, Vol. 14, No. 3, pp. 109-140, Winter 1997/1998	
	75	"*User-Sensitive Multimedia Presentation System*," IBM Technical Disclosue Bulletin, Vol. 39, No. 3, pp. 93-94 March 1996	
	76	R. Kemp and S. Smith, "*Using Planning Techniques to Provide Feedback in Interactive Learning Environments*," Proc. Sixth Int'l Conf. On Tools with Artificial Intelligence," pp. 700-703, November 1994	
AM.R	77	R. Kemp, "*Using the Wizard of Oz Technique to Prototype a Scenario-Based Simulation Tutor*," Proc. of 1997 World Conf. On Artificial Intelligence in Education, pp. 458-465, December 1997	

4

OTHER PRIOR ART – NON PATENT LITERATURE DOCUMENTS

Examiner Initials *	Cite No.[1]	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T[2]
initials	78	R. Schank, *"Virtual Learning: A Revolutionary Approach to Building a Highly Skilled Workforce,"* Personnel Psychology Vol. 51, No. 3, pp. 767-771, Autumn 1998	
	79	J. Breuker, *"What are Intelligent Coaching Systems and Why are they (in)evitable?"* IEEE Colloquium on Artificial Intelligence in Educational Software, pp. 2/1-2/5, June 1998	
	80	*"Why Should the Teens Have All the Best Games? Management Skill with Oil, Health, Housing Games,"* Computergram Int'l, June 17, 1996	
	81	E.Tam, P. Allard, M. Faraj, M. Kaddoura, A. Mourad, H. Liu, A. Malowany, R. Marceau, L. Granger and J. Gagnon, *"WITS: A Reusable Architecture for a VR-Based ITS"* at http://advleam.lrdc.pitt.edu/its-arch/papers/tam.html, pp. 1-5, July 2001	
	82	Microsoft Press, *Computer Dictionary,* 3rd Edition, pp. 264, 276, 383, 446, 462, 507, 1997	
	83	L. Grensing-Prphal, *"Flexible Learning",* Credit Union Management Vol. 21, No. 2, pp. 32-33 and 38, Feb. 1998,	
	84	J. Wilson and D. Mosher, *"The Prototype of the Virtual Classroom,"* Journal of Instruction Delivery Systems, Summer 1994, at http://www.educause.edu/nlii/articles/moshwils.html, pp. 1-9, July 2001	
	85	T. Burns, *"Multimedia Training... 'Get Lemonade, Not a Lemon!'"* Journal for Quality and Participation, Vol. 20, No. 3, pp. 22-26, June 1997,	
initials	86	A. Seagren and B. Watwood, *"The Virtual Classroom: Great Expectations. Delivering Graduate Education by Computer. A Success Story,"* 5th Annual International Conf. for Community & Technical College Chairs, Deans and Other Organizational Leaders, pp 512-517, February 1996	

considered 4/26/04

5